Shin Megami Tensei® Persona®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

SHIN MEGAMI TENSEI® Persona®

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Shin Megami Tensei: Persona disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick® Duo

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Basic Controls

Battle Controls	
Directional buttons / Analog stick	Select command
L button	Display ally status
R button	Analyze
○ button	Cancel
× button	Confirm
△ button	N/A
□ button	N/A
START button	Toggle animation skip ON/OFF

Dungeon	
Up button	Step forward
Down button	Step backwards
Left button	Turn 90 degrees left
Right button	Turn 90 degrees right
L button	Sidestep left
R button	Sidestep right
× button	Examine
○ button	Hold down and move to run
△ button	Command menu
□ button	Automap

Story

Welcome to Mikaşe, home of St. Hermelin Hiş̣h School where you, the protaş̣onist, spend your days. It's a town rich with history, thouş̣h the ruins and shrines of the town stand in contrast to the modern structures. One such ş̣leaminş̣ new buildinş̣ is the hiş̣h-tech Mikaşe office of SEBEC, erected about 10 months aş̣o.

But as befits a company whose name seems to echo an ancient Eş̣yptian crocodile ş̣od, there are dark rumors circulatinş̣ about SEBEC and Takahisa Kandori, the younş̣ branch president overseeinş̣ the Mikaşe operations. Suspicious men in black suits have been seen all over town, the eerie clankinş̣ of underş̣round machinery echoes in the dead of niş̣ht, and the ş̣host of a ş̣irl clad in black has been seen wanderinş̣ the offices... But despite the rumors, the people of Mikaşe don't have an inklinş̣ of Kandori's twisted ambition as he ş̣lares down at the peaceful town.

As the protaş̣onist, you are one of those oblivious to Kandori's schemes. You're in the middle of your second year at St. Hermelin, a private hiş̣h school, leadinş̣ an ordinary life alonş̣side classmates such as Mark, Yukino, Nanjo... and Maki, the younş̣ and somewhat bitter ş̣irl who was born with a weak constitution and has been in the hospital for the past year.

In this ordinary life, their brief youth drifts by... the students have only a hazy ş̣rasp on their dreams, hopes, and anxieties for the future. It's in this climate that the divination ş̣ame "Persona," which supposedly allows you to see your future self, ş̣ains popularity. When you and the others try playinş̣ the "Persona" ş̣ame, it sparks a series of stranş̣e phenomena, and the awakeninş̣ of the power of their hidden selves—the power of their Personas.

Just as the students visit Maki at the hospital, Kandori's ş̣rand plan ş̣oes into motion, throwinş̣ Mikaşe into chaos. The ş̣roup is cauṣht up in the cataclysmic events, and their involvement with the SEBEC incident will chanş̣e them forever...

CHARACTERS

Protagonist

A second-year student in Class 4 of St. Hermelin High. He acts as the player's alter ego.

Maki Sonomura

A kind, polite girl whose repeated, lengthy hospital stays have sheltered her from the world. She's currently confined to her hospital bed, where she's been for the past year. According to classmates who visit her often, she seems to be doing better lately, and some think she may be able to return to school soon.

Masao Inaba

Nickname: Mark

Son of the owners of Inaba Dry Cleaning in town. Thanks to his mother's pampering, he's a spoiled young man who doesn't listen to anyone. He hates that his mother still calls him by his childhood nickname of "Massy," so he makes his friends call him Mark. His desire to get away from being a mama's boy leads him to conspicuously rebel against her whenever possible.

Hidehiko Uesugi

Nickname: Brown

He's a shifty guy who's bold around timid classmates, and timid around bold classmates to the point that he'd never defy them. His skill at getting ahead in the world makes him well-liked by his teachers, but since he devotes himself so totally to projecting an image of strength, he's terrified people will learn of his weaknesses.

Kei Nanjo

The extremely self-confident heir to the wealthy Nanjo family. He's very smart, but his arrogant, pragmatic demeanor acts as a wall between him and his friends. His butler Yamaoka, rather than his distant parents, was his biggest emotional support when growing up, as well as the chief source of his current confidence.

Eriko Kirishima

Nickname: Elly

A student who recently returned from a stay in America. Her striking features, due to her one-quarter American heritage, and her elegant demeanor make her popular enough at school that there isn't a student at St. Hermelin who doesn't know her. She's slightly eccentric in her fearlessness and keen interest in the occult.

Yuka Ayase

A frivolous girl who tries to act like a stereotypical high school girl in real life. She doesn't bother thinking about anything difficult, and insists on living for the moment, but she wonders inside if that's really the best way. Though she has a sharp tongue, it's hard to hate her, even though she tends to make trouble for those around her.

Yukino Mayuzumi

A reformed girl gang leader whose frank personality and strict manner of speech lead other students to rely on her as a sort of big sister. Her part-time work has given her a maturity and level-headedness that other students lack, but when it comes to her most admired and idolized teacher, she has a hard time keeping her cool.

Saeko Takami

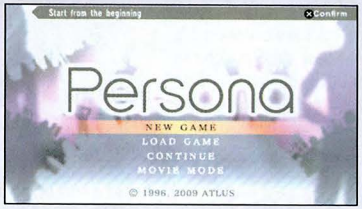
The homeroom teacher of Class 4 at St. Hermelin, which seems to be a collection of "problem" students, including the protagonist and his friends. Her spirited nature has won their admiration; she has them firmly in hand, but is understanding and warm towards them as well. She's also a graduate of St. Hermelin High.

Takahisa Kandori

The talented young branch president of SEBEC, which set up shop in Mikage recently. But dark rumors circulate around both the growing company and Kandori himself. In Mikage, the company has a reputation for being shadowy and secretive, and people are highly distrustful of Kandori.

STARTING THE GAME

Press any button during the opening movie to bring up the title menu. Select a game mode from the menu, and then press the × button to confirm.



NEW GAME

This will start the game from the beginning of the story. Before starting, you must select one of three battle difficulty settings. This setting cannot be changed once the game begins.

NORMAL For players who are used to role-playing games. You will be able to enjoy the distinct tension of Persona's battles.

BEGINNER Players unused to forming battle strategies may choose this option, which is easier than the NORMAL battle difficulty.

EXPERT For advanced players and series veterans. The battle difficulty is higher in this mode compared to NORMAL.

Entering Your Name

During the beginning of a new game, you will be prompted to enter the protagonist's name. After entering the last and first names, select "FINISH" and then continue to entering a nickname.

Input Controls	
Directional buttons / Analog stick	Move the cursor in the character selection column
L button / R button	Move the cursor of where the characters are being entered
△ button	Switch between input areas
○ button	Delete character
□ button	Switch between tabs
× button	Confirm

LOAD GAME

Load a saved game. Select a file to load, and press the × button to confirm.

CONTINUE

Continue from the suspend save. Once you load this data, the suspend data will be automatically deleted.

MOVIE MODE

Watch any movie scenes that have been seen in-game. Select a movie to watch, and press the × button to confirm.

About Saving

The game can be saved at specific locations called Agastya Trees that exist in each area.

Select a save slot and then press the × button to confirm. If you select a slot with a saved game in it already, that save will be overwritten. A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 144KB of free space is required to save your game.

>> Do not remove the Memory Stick Duo™ or turn off the power while saving or loading.

FIELD

You will progress through the story by going in and out of the town map, room maps, and dungeon view.

Town Map

After exiting a building, you will move about the city on the town map, where you may encounter enemies. Places where the area name is displayed can be entered.

❶ Area name ❷ Current moon phase ❸ Party HP/SP

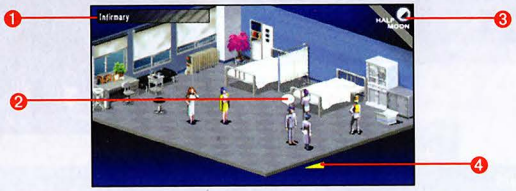
About The Automap

Places you've passed through are automatically recorded on the automap. While in a dungeon, you can view the minimap to the bottom left of the screen. You can also see the full map by pressing the □ button. Press the △ button while viewing the full map to see a legend of the icons shown on the map.

A guide to the map icons
Exit: Leave the dungeon.
Stairs: Move between floors.
Elevator: Go to a selected floor.
Agastya Tree: Save your game here.
Spring: Recover HP, SP, and status ailments.
Velvet Room: Create and take on Personas.
Casino: Play minigames.
Item Shop: Buy consumable items.
Equipment Shop: Buy equipment.
Antique Shop: Trade items.

Room Map

When the party enters buildings on the town map and specific areas of dungeons, there will sometimes be rooms to enter, which are shown in an isometric viewpoint. Rooms may contain various facilities or events. Enemies do not appear in the room maps.



❶ Area name
❷ Indicates the × button can be pressed to examine an object or talk to someone
❸ Current moon phase
❹ The room's exit

Room Map Controls

Since the room maps feature an isometric view, you will move diagonally in them. The direction you move when pressing the up button can be configured with the "Upward Movement Orientation" option in the System menu (p.19).

Dungeon

When in dungeons, the view will change to a first-person view. Since the dungeon interiors are like a maze, use the automap to keep your bearings. You will encounter enemies inside dungeons.

❶ Area name
❷ Minimap. Press the □ button to display the full map
❸ Current floor
❹ North directional indicator
❺ Current moon phase
❻ Party HP/SP

COMMANDS

Press the △ button in any field screen to access the command menu.

Skills

Use skills outside of battle. Select the character that will be using a skill and press the × button to confirm. Next, select a skill from the list. If you wish to use a recovery skill, select who to use it on and press the × button to use the skill on that character.

Items

View and use items in your inventory. Press the left and right buttons or analog stick to switch between item types, and press the × button to confirm. Once you've selected your item type, press the up and down buttons or analog stick to select the item you wish to view.

Item Menu Controls	
□ button	Display item description (Spell Card only)
△ button	Discard item (Spell Card only)
× button	Confirm, Use item

Equipment

Each character's equipment can be changed here. After selecting which character to equip, select one of the three actions: Manual, Optimal, and Remove. Press the L and R buttons to toggle between characters.

❶ Attack range ❷ Equipment type ❸ Equipment name
❹ Attack (weapon) / Defense (armor)
❺ Hit rate (weapon) / Evade rate (armor)
❻ Number of times the weapon hits per attack
❼ Any added effects a weapon has

[Manual]

Choose a character's equipment by moving the cursor to the equipment type you want to change and pressing the × button to confirm. Next, select an item to equip from the list and confirm again.

[Optimal]

When you choose this option, the strongest items that character can equip will be displayed in yellow. If you are satisfied with that equipment setup, press the × button to confirm. Press the ○ button to cancel.

[Remove]

Remove a currently equipped item. Select what you would like to remove and press the × button to confirm.

Persona

Change the Persona that each character has assumed. After selecting the character and confirming with the ✕ button, select the Persona you would like to assume. Press the □ button to view the Persona's detailed status.

Persona Compatibility

Each character has different compatibility with different Personas. This compatibility dictates to what extent the character can use that Persona.

>> At the lowest compatibility, the Persona cannot be assumed at all.

>> At low compatibility, the Persona can be assumed, but its skills cannot be invoked.

>> Good compatibility means the Persona can be invoked.

>> The highest compatibility may cause the Persona to protect you at times. (See p.42)

[Taking on Personas]

Personas can be assumed once they are taken on in the Velvet Room. Each character can take on up to three Personas.

Details
Confirm
Back
LV Rank Name SP Cost Subtype Order Affinity
5 Maso 4 Ice PRIESTESS Best
Stocked Personas
15 1 Pixies 12 Fire JUDGEMENT Good
10 1 Jack Frost 7 Ice LOVERS Best
Number in Stock 2/16 (Max)

[Personas and character status]

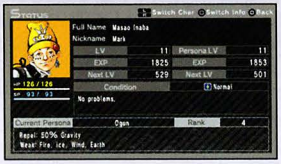
The Persona a character assumes affects his or her stats. If the Persona's stats are higher than the character's, they will be added to the character's stats. Spell strength and spell defense can also be supplemented by assuming a Persona.

[Persona growth]

The more you invoke a Persona in battle, the stronger it becomes. By using it more, the Persona's rank may increase, at which time it may learn new skills. A given Persona costs a fixed amount of SP to invoke, no matter which skill you use.

Status

View each character's detailed status here. Press the □ button in the status screen to switch between displays, and press the L and R buttons to toggle between characters. Refer to p.20 for more details on the status screen.



Battle Options

Adjust battle options here. There are three options: Formation, Auto Settings, and Analyze.

[Formation]

Change and set the party's formation during battle.

• Change formation

Select an edited formation from the list and confirm with the ✕ button.

• Edit formation

Select the formation you wish to edit, and press the □ button to enter the editing screen. You can save up to four formations. When you are finished, press the □ button to end editing.

✕ button: Select the character you want to move and press the ✕ button to confirm. Then select where you want to move the character, and press the ✕ button to place him or her.

L button, R button: Toggle between each character's attack methods to see his or her attack range.

△ button: Press to reverse the entire formation. Useful when creating a formation effective against back attacks.

[Auto Settings]

Change each character's in-battle auto settings. Select a character to change, and select an action from the Weapon, Gun, Guard, and Manual options. These auto settings can also be changed during battle.

[Analyze]

View the status of enemies you've defeated in combat. Use the directional buttons or the analog stick to switch between Orders of demon, and then select the demon you want to view from the list. Press the □ button to change what's displayed on the status screen.

About moon phases

There are nine stages for the moon's phase, from new moon to full moon. As the party moves around, the moon's phase will change 1/8 at a time. The moon's phase affect such things as:

>> Demons' attack patterns in battle (new and full moon only)

>> The demons' reactions during negotiation

>> Items on sale at gem exchange shops, and others

System

Adjust various game settings, load saved games, and suspend your game here.

[Message Speed]

Adjust how quickly messages appear during the game. (Slow/Normal/Fast)

[Upward Movement Orientation]

Set the direction you prefer the character moves. (Upper Left/Upper Right)

*See p.13 for details on the room maps.

[Minimap Bearings]

Set whether the minimap in dungeons rotates as you move or stays fixed. (Synchronize/Absolute)

[Battle Cursor Memory]

Set whether or not the game remembers the cursor's last position after each command is entered. (On/Off)

[Battle Command Confirmation]

Set whether or not to perform a final confirmation after each member's actions have been entered. (On/Off)

[Load Data]

Load a saved game. See p.11 for more details.

[Suspend Game]

Create a suspend save and suspend the game. Select "CONTINUE" from the title screen menu to continue from a suspend save.

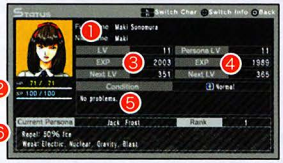
[Return to Title Screen]

Return to the title screen. Any unsaved data will be lost.

STATUS

On the status screen, you can view detailed information about the party. Press the □ button to change what's displayed onscreen.

How To Read The Status Screen



1. Name and nickname.
2. HP and SP, displayed as current out of maximum.
3. Character's level, total EXP, and amount of EXP needed to advance to the next level.
4. Persona level, EXP, and amount of EXP needed to advance to the next Persona level.
5. Current condition. See p.21 for details on status conditions.
6. Assumed Persona's name, rank, and affinities.
7. Weapon: Shows stats with a weapon. (Attack=attack strength, Hit=hit rate)
8. Gun: Shows stats with a gun. (Attack=attack strength, Hit=hit rate)
9. Defense: Shows defensive strength.
10. Evade: Shows evasion rate.
11. Magic Atk: Shows strength of magic attacks.
12. Magic Def: Shows defense against magic attacks.
13. Current equipment set.
14. Character stats.

St	Affects attack strength of physical attacks.
Vi	Affects defense strength and HP gains during level up.
Dx	Affects hit rate of sword and gun attacks.
Ag	Affects evasion rate of attacks and turn order during battles.
Lu	Affects various things.

Status Conditions

Each condition causes either a penalty or a bonus for an ally or demon. There are three categories: temporary conditions, severe conditions, and beneficial conditions.

Temporary Conditions

[Happy]

You will frequently fail to act when in a state of happiness. If the condition worsens, you will not be able to act at all, and your defense will suffer.

[Freeze]

You will be unable to act when frozen, and you will be weak to electric attacks such as Zio. If the condition worsens, you will become very weak to electric attacks. Sustaining fire attacks will cause you to recover more quickly.

[Shock]

You will be unable to act or evade when shocked, and you will be weak to ice attacks such as Bufu. If the condition worsens, you will become very weak to ice attacks.

[Panic]

When panicking, you will behave unpredictably and may attack allies. If the condition worsens, you may switch positions as well.

[Charm]

When charmed, you will attack your allies. If the condition worsens, you will do more damage to your allies.

[Bind]

You cannot act while bound. There are no adverse effects if the condition worsens, besides a slowed recovery time.

[Sleep]

You cannot act or evade while asleep, and your defense will suffer. If the condition worsens, your defense will suffer drastically. Sustaining damage will allow you to recover more quickly.

[Unlucky]

Causes your luck stat to decrease. If the condition worsens, your luck becomes 0, preventing you from evading any attacks, since it's based on your luck stat.

[Mute]

When mute, actions that require SP may fail. If the condition worsens, the effect of successful actions will be decreased by half; in the end, actions have a 100% failure rate.

[Guilt]

You will become too guilty to attack. If the condition worsens, you won't be able to act at all.

[Blind]

Deteriorating eyesight causes your hit rate and evasion rate to suffer. If the condition worsens, your hit rate and evasion rate suffer greatly, and in the end, you won't be able to perform any actions that require SP.

[Terror]

When terrified, you may flee from battle. If the condition worsens, you will be unable to act, with a high likelihood of fleeing from battle.

Severe Conditions

[Poison]

When poisoned, attack strength is halved and you sustain 1/16th of your maximum HP in damage each turn. This condition persists after battle and you will lose 1 HP for every two steps you take.

[Paralyze]

You will be unable to act or evade attacks, and you will lose 1/16th of your maximum SP each turn. Recovers after battle.

[Stone]

When petrified, you cannot act or evade enemy attacks, your defense suffers, and you will sustain more critical hits. Recovers after battle.

[Sick]

When sick, you will sustain 1/16th of your maximum HP in damage each turn. This condition persists after battle and you will sustain 1/8th of your maximum HP for every four steps you take.

[KO]

When knocked out, you are entirely out of commission in battle. After battle, you will recover with 1 HP. You can recover from KO during battle with skills or items.

Beneficial Conditions

[Cloak]

When cloaked, enemies will not target you, though you will sustain damage if caught in an area-wide spell. You will be weaker to spell attacks and cannot invoke your Persona. Recovers after three turns or after battle.

[Fury]

When infuriated, your attack strength and hit rate increase, but you are incapable of doing anything but weapon attacks. If there is no enemy within weapon range, you do nothing. Recovers only with a cast of Balzac.

[Puppet]

When KOed, you will be controlled by your allies as a puppet, who will not be targeted by enemies. A puppet is free to act, but not to use its Persona. As with KO status, you will recover with 1 HP after battle.

[Berserk]

Your Persona will go berserk, causing your magic attack and hit rate to increase, but you will be unable to control it. Recovers only with a cast of Mador.

[Counter]

When physically attacked, you will counterattack with your weapon. If the attacking enemy is out of range, the counter does not take effect. A counterattack does not count as a character's action in a turn. Recovers after battle.

[Beast]

As a beast, your stats are affected by the moon's phase. The closer it is to full moon, the more your stats will increase, but the closer it is to new moon, the more your stats will suffer.

BATTLE

At times, you will encounter demons on the town map and in dungeons. Use all the tools at your disposal to defeat the demons, or negotiate with them.

How To Read The Screen

1. Battle commands (p.25)
2. Current moon phase
3. Your party. The lineup can be changed in the Formation screen
4. Enemy party
5. The battlefield
6. Shown if animation skip is ON
7. Attack range. If an enemy is within the area shown in red, you may use the currently selected action

Special Battle Controls

During a battle, you can access various features with different buttons:

L button	Display ally status
R button	Shortcut to the Analyze command (p.25) to view enemy demons' details
START button	Toggle between ON/OFF for skipping visual effects in battle

Battle Commands

These are used to direct your party in battle. When you encounter an enemy, you will begin by choosing a battle command.

[Fight (p.27)]

Select this to battle the demons. After selecting Fight, you may issue individual commands to each character: Attack, Shoot, Skill, Persona, Item, and Guard.

[Contact (p.28)]

Enter into negotiation with the enemy. By making good use of each character's specific negotiation skills, you can gain the necessary Spell Cards to fuse Personas, as well as various items.

[Analyze]

View the enemy's stats, skills, attack ranges, and other data. Press the □ button in the details screen to toggle the information on display.

[Form]

Set and change the party's formation. The interface is the same as when editing formations from the field commands (p.17).

[Auto]

When you choose auto-battle, combat will proceed automatically until the battle ends or you cancel it by pressing the ○ button. The party's behavior during auto-battle depends on the type of auto-battle and each character's auto settings. If a character's auto action cannot be carried out, he or she will automatically guard. These are the types of auto-battle available:

- **Replay**
Each character performs the same action as the last turn.

- **Weapons**
Everyone will attack with their weapons.

- **Guns**
Everyone will attack with their guns.

- **Auto-Act**
Each character will carry out the actions indicated in their Set Actions.

- **Set Actions**
Set the actions each character will take when Auto-Act is selected, from Attack, Gun, or Guard. For characters that are set to Manual, you may enter that character's battle commands at the end of the turn.

[Escape]

Flee from battle. If you fail to escape, the enemy will have one turn of free attacks.

Use Caution When Escaping

It is harder to escape from enemies if their levels are higher than your party's. If all party members are afflicted with status ailments that prevent them from acting, you will be unable to escape.

About the Fight Command

When you select the Fight command, each character can perform one of the following six actions.

- **Attack**
Attack with the character's chosen weapon, such as a sword. If the character has no weapon equipped, the character will use his or her bare hands. This command cannot be selected if there are no enemies within weapon range.

- **Shoot**
Attack with the equipped gun. This command cannot be selected if there is no gun or ammunition equipped, or if there are no enemies within shooting range.

- **Skill**
Use one of the currently assumed Persona's skills. After selecting the skill, choose a target, or a central point for an area-effect skill. Some skills may not be selectable if there are no targets within the range of effect.

- **Persona**
Change Personas. Choose the Persona that you want to assume from the list of Personas you have taken on. If you select this command, you will not be able to perform any other actions during the turn.

- **Item**
Use an item from your inventory. Select an item to use from the item list, and confirm with the ✕ button. Only items that are useable in battle will be displayed in the item list.

- **Guard**
A guarding character's defense and evasion rate will increase for one turn, but he or she can perform no other actions for that turn.

Contacting Enemies

By choosing Contact, you can negotiate with enemy demons. Depending on how the negotiation proceeds, the demon's mood will change. Master the negotiation skills to manipulate the demon's mood and obtain Spell Cards and other items.

Negotiation, Step By Step

Step 1 Select a Demon to Contact

Use the directional buttons to select a demon group, and confirm with the ✕ button. Your current selection is indicated by the blinking demons. If you already have that demon's Spell Card, they will leave rather than negotiate.

Step 2 Select Character and Negotiation Skill

Select who will contact the demon with the directional buttons, and confirm with the ✕ button. Next, select one of the character's four negotiation skills.

Every party member has four distinct negotiation skills, each with its own effect on certain demon personality types. Demons will react to a negotiation skill with a change in their overall mood. Select a demon and check the displayed personality type to deduce which negotiation skill would work best on it.

Step 3 The Demon Reacts

After deciding on a negotiation skill, it will play out in the message window. The demon will react with either eagerness, happiness, anger, or fear.

Step 4 Check the Demon's Mood

When the demon reacts, the mood display in the upper left of the screen will be updated. For example, if the demon becomes angry, the red "Angry" gauge will grow towards the center of the graph. The stronger demon's emotion, the larger the gauge will grow. If there is no change, its reaction was minimal or they are uninterested.

Mood Display

Step 5 Respond to the Demon's Requests

Depending on how the negotiation proceeds, demons may ask questions or make demands. Should this happen, select an answer with the directional buttons and confirm with the ✕ button. Your answer may cause the demon's mood to change.

Step 6 The Penultimate Step

When one of the emotions is ready to peak, its triangular gauge will begin blinking. Try and negotiate so that Happy or Eager reaches maximum.

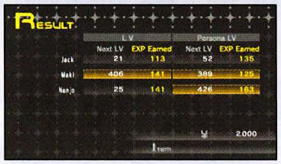
Step 7 Negotiation Results

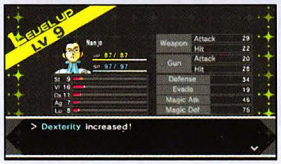
When one or more of the demon's emotions peaks, that emotion's color will fill the entire graph. This will bring about various results, depending on which emotion peaked. If the results are good, you can ask the demon for a Spell Card or items.

Some outcomes will result in enemies and allies being affected by various status conditions. If the average level of all your party members is lower by a certain amount than the negotiating demon's level, it will not give you a Spell Card even if you request one.

End of Battle

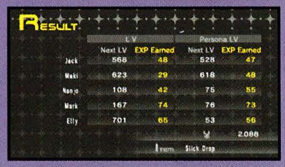
If you defeat all enemies onscreen, get a game over, succeed in negotiations, or make your escape, the battle will end. If you defeated all the enemies, you will see the experience, money, and items gained on the Results screen. Experience points go into both your normal level and your Persona level.





Gaining Experience Points

The amount of experience gained depends on how much that character was active in the battle. Be careful, since a character unable to act for several turns due to a status ailment will receive fewer experience points.



[Game Over]

When the entire party is suffering from status ailments such as Paralyze, Stone, or KO, the game is over.

[Character Growth]

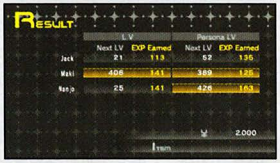
Once a character gains a certain amount of experience points, he or she will level up. When the protagonist gains a level, you may spend 3 points on raising individual stats; other characters' stats will be raised automatically.

[Distributing Points]

When the protagonist levels up, press the up and down buttons to select a stat, and press the right button or the ✕ button to distribute points. If you want to reallocate distributed points, press the left button or the ○ button.

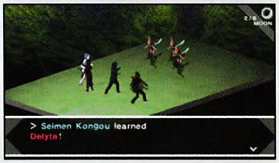
[Persona Level Gains]

When you gain experience points and your Persona level increases, you will be able to take on more powerful Personas.



[Persona Rank Ups]

Personas invoked in battle may increase in rank during battles. Ranking up is affected by the number of times a Persona has been invoked. Upon ranking up, a Persona's stats will increase, and it may also learn a new skill. The highest rank is 8, and each rank requires a different amount of expertise to reach.



ORDER AND TYPE

The Personas and demons that appear in the game each have an established Order and Type.

Orders of Persona

There are a total of 22 Orders of Persona. A Persona's Type dictates what sort of spells it uses (p.34).

Order	Type	Characteristics
MAGICIAN	Element	Good at all Element-type spells
PRIESTESS	Light	Good at healing subtypes, such as Bless and Miracle spells
EMPRESS	Force	Good at Force – Nuclear, Frei
EMPEROR	Element	Can use both Curse and Nerve spells, as well as Element
HIEROPHANT	Light	Good at Light – Expel
LOVERS	Element	Good at Element spells and dances
CHARIOT	Force	Good at Force – Normal, Special, Nuclear
STRENGTH	Light	Good at special spell attacks
HERMIT	Element	Good at special Force attacks
FORTUNE	Light	Good at the Rush subtype of physical skills
JUSTICE	Force	Good at Force spells
HANGED MAN	Dark	Good at status-affecting attacks
DEATH	Dark	Good at Dark – Death, Eiha
TEMPERANCE	Force	Good at special spell attacks
DEVIL	Dark	Good at Dark spells
TOWER	Dark	Good at Dark – Death, Mudo
STAR	Element	Can use a variety of Element spells
MOON	Dark	Good at Dark – Nerve
SUN	Element	Good at Element – Wind
JUDGEMENT	Light	Good at Holy – Expel, Kouha
WORLD	Force	Good at breath attacks
FOOL	Force	Can use a variety of attacking methods

Orders of Demon

There are a total of 20 Orders for demons. The Class column refers to an Order's parent category. A demon's Class affects fusion (p.40), and is not displayed in-game.

Class	Order	Type	Order Characteristics
Demon	Night	Dark	Has Energy Drain and is good at Dark spells
	Yoma	Element	Good at Element spells and special spells
	Fairy	Element	Has a variety of spells
Winged	Angel	Holy	Good at Holy – Kouha; Force – Megido
	Fallen	Dark	Good at Dark – Eiha; special Force attacks
Dragon	Snake	Holy	Has high HP and is good at special spells
	Drake	Force	Has high HP and is good at breath attacks
Bird	Flight	Element	Good at Element – Wind
	Raptor	Force	Good at Force – Blast
Animal	Beast	Holy	Good at Holy – Prayer; Force – Special skills
	Wilder	Dark	Good at Rush-subtype special attacks
Oni	Femme	Force	High Str; good at Force-subtype spells
	Brute	Holy	Good at Holy – Hama; Special spell attacks
	Jirae	Element	High Vit; good at Element – Earth
	Jaki	Element	High Dex; good at special spells; special Force attacks
Evil	Haunt	Dark	Almost all attacks are special spell attacks
	Spirit	Dark	Good at Dark – Death, Mudo
	Grave	Force	Mainly uses claw attacks; nulls Guns
Foul	Foul	Force	Has no spell attacks
	Karma	Dark	Good at every type of spell

Spell Types

The spells that Personas and demons use are divided into categories called Types, and broken down further into Subtypes.

Type	Subtype
Normal	Normal
Element	Fire / Ice / Wind / Earth
Force	Electricity / Nuclear / Gravity / Blast
Dark	Death / Nerve / Occult / Curse
Holy	Expel / Prayer / Bless / Miracle

Personas and demons have main Types of spells they use, but some can use secondary Types as well.

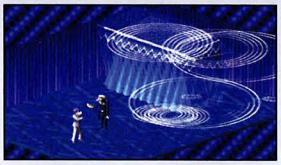
• All spells fall into one of the above Types. During battles, all combatants have strengths and weaknesses to particular Types and Subtypes.

• Element and Force Types oppose each other, as do Dark and Holy Types. Within Subtypes, the pairs Fire and Ice, Wind and Earth, Electricity and Nuclear, and Gravity and Blast oppose each other.

• Attacking with an opposite Type is more effective and deals more damage, but attacking with the same Type is less effective and deals less damage.

FUSION

Demon fusion is handled by Igor in the Velvet Room. You need at least two Spell Cards (you can carry a maximum of 12) and an open Persona slot in the Velvet Room (which can stock a maximum of 16) to fuse a new Persona.



Persona Order

There are a total of 22 Orders of Persona. A Persona's Type dictates which skills it uses.

Creating New Personas, Step by Step...

Step 1 Obtain Spell Cards in battle

First, negotiate with demons during battle and gain two or more Spell Cards. Refer to p.28 for details on negotiating with demons.

Step 2 Select Fusion Type in the Velvet Room

Select Create Persona in the Velvet Room, and ask Igor to perform a fusion. There are two types of fusion: Manual Fusion and Guided Fusion. We will explain here how to perform a Manual Fusion.

Step 3 Igor Fuses the Cards

Select the first demon from the list. When the screen to the right is displayed, view the symbol chart and fusion results before selecting the second demon. If the fusion requirements are met, Igor will perform the fusion.

If the Persona you wish to create is over 10 levels higher than the protagonist's Persona level, Igor will not carry out the fusion. You cannot create Personas that are already stocked.

Step 4 Stock the Created Persona

The created Persona is stocked in the Velvet Room. It can only be used if you "take on" the newly created Persona.

Step 5 Have Each Character Take On a Persona

When you select the character to take on a Persona, the screen to the right will appear. Select a slot to place it, and then select a Persona from the stock.

Details Confirm Back
LV Rank Name SP Cost Subtype Order Affinity
5 3 Maco 4 Ice PRIESTESS Best
Stocked Personas
18 1 Phalej 12 Fire JUDGEMENT Good
10 1 Jack Frost 7 Ice LOVERS Best
Number in Stock 2/16 (Max)

One character can take on up to three Personas at once. You can choose which Persona to assume with the Persona command while on the field or during battle.

Step 6 Use the Persona on the Field and During Battle

You can invoke the assumed Persona during battle and in the field, which costs SP. The SP cost varies with each Persona, but each of a Persona's skills costs the same amount of SP no matter which skill you use.

• Using Items in Fusion

If you have items in your inventory, Igor will ask if you want to add an item to the fusion. Adding an item can have various effects on the resulting Persona.

• Skill Inheritance

Personas born from fusion may inherit a skill from the demons used. There are specific rules governing skill inheritance, but if you use them to your advantage, you may be able to create powerful Personas.

• Persona Stock

If all members of your party take on 3 Personas, that makes 15 Personas; if you add to that the maximum of 16 Personas that can be stocked in the Velvet Room, you can have as many as 31 Personas at once. If you want to make a new Persona and the maximum number of Personas has been reached, press the □ button from the Take On a Persona menu to delete one.

Deleting Personas

Personas that have been deleted will return to rank 1 when they are created again, so be careful. Personas that have reached the 8th rank will yield an item when deleted. The item received varies according to the deleted Persona.

FACILITIES

Throughout the game, you will encounter various important facilities such as shops, healing springs, and the Velvet Room.

Shops

Yin & Yan

Satomi Tadashi Pharmacy

Sennen Mannen-Do

Rosa Candida

You may encounter other shops besides the four listed above. Depending on your place in the storyline, you may find that a shop's stock has changed or you may not be able to buy certain goods.

- **Buy/Sell**

Select what you wish to buy or sell and confirm with the ✕ button. Then press the up and down buttons to adjust how many you wish to buy or sell before confirming with the ✕ button.

- **Equip**

You may equip items inside the shop. (See p.15)

Velvet Room

Igor, master of the Velvet Room, will use Spell Cards to fuse new Personas for you. (See p.35)

Casino

Poker

Code Breaker

At the secret casino JUDGMENT 1999 in the shopping mall, you can play the five games with coins or Metal Cards. To play a game, stand in front of it and press the ✕ button. You can trade the coins you win for items at the prize redemption counter.

Recovery Facilities

General Practitioner: Esumi Clinic

Trish's Spring

At recovery facilities, you can treat everyone in the party for a fixed fee, which restores all HP, SP, and status conditions. The fee differs from location to location, but there are some that will treat you for free.

Agastya Tree

These trees are scattered throughout Mikage, allowing you to save your game. (See p.11)

FUSION CHART

	Night	Yoma	Fairy	Angel	Fallen	Snake	Drake	Flight	Raptor
Night	---	Empr	Mgic	Love	Devl	Sun	Jgmt	Mgic	Just
Yoma	---	---	Mgic	Love	Love	Empr	Empr	Sun	Just
Fairy	---	---	---	Pris	Mgic	Hmit	Moon	Hmit	Eprs
Angel	---	---	---	---	Jgmt	Jgmt	Devl	Mgic	Sun
Fallen	---	---	---	---	---	Tper	Moon	Jgmt	Wrld
Snake	---	---	---	---	---	---	Pris	Char	Eprs
Drake	---	---	---	---	---	---	---	Wrld	Char
Flight	---	---	---	---	---	---	---	---	Sun
Raptor	---	---	---	---	---	---	---	---	---
Beast	---	---	---	---	---	---	---	---	---
Wilder	---	---	---	---	---	---	---	---	---
Femme	---	---	---	---	---	---	---	---	---
Brute	---	---	---	---	---	---	---	---	---
Jirae	---	---	---	---	---	---	---	---	---
Jaki	---	---	---	---	---	---	---	---	---
Haunt	---	---	---	---	---	---	---	---	---
Spirit	---	---	---	---	---	---	---	---	---
Grave	---	---	---	---	---	---	---	---	---
Foul	---	---	---	---	---	---	---	---	---

Beast	Wilder	Femme	Brute	Jirae	Jaki	Haunt	Spirit	Grave	Foul
Hmit	Sun	Pris	Star	Just	Deth	Love	Hang	Mgic	Empr
Empr	Tper	Just	Empr	Love	Empr	Tper	Love	Love	Tper
Pris	Hmit	Mgic	Hier	Tper	Char	Jgmt	Hmit	Mgic	Hang
Pris	Pris	Hier	Fort	Wrld	Deth	Hier	Hang	Jgmt	Pris
Hmit	Twer	Moon	Strg	Epris	Tper	Moon	Mgic	Strg	Moon
Wrld	Char	Eprs	Hier	Hier	Just	Twer	Wrld	Sun	Wrld
Just	Twer	Just	Char	Strg	Hier	Wrld	Char	Wrld	Hier
Star	Hang	Hmit	Eprs	Eprs	Just	Just	Love	Jgmt	Love
Pris	Wrld	Eprs	Fort	Empr	Sun	Sun	Moon	Moon	Jgmt
---	Char	Tper	Strg	Char	Hier	Tper	Char	Tper	Mgic
---	---	Sun	Fort	Strg	Sun	Hmit	Empr	Jgmt	Twer
---	---	---	Eprs	Pris	Eprs	Moon	Eprs	Tper	Pris
---	---	---	---	Hier	Just	Deth	Moon	Hmit	Hier
---	---	---	---	---	Star	Hmit	Wrld	Star	Strg
---	---	---	---	---	---	Sun	Char	Wrld	Fort
---	---	---	---	---	---	---	Deth	Jgmt	Moon
---	---	---	---	---	---	---	---	Wrld	Love
---	---	---	---	---	---	---	---	---	Star
---	---	---	---	---	---	---	---	---	---

Char: Chariot
Deth: Death
Devl: Devil
Empr: Emperor
Eprs: Empress
Fort: Fortune
Hang: Hanged Man

Hier: Hierophant
Hmit: Hermit
Jgmt: Judgement
Just : Justice
Love: Lovers
Mgic: Magician
Moon: Moon

Pris: Priestess
Star: Star
Strg: Strength
Sun: Sun
Tper: Temperance
Twer: Tower
Wrld: World
--- : Cannot be fused

• Fusion screen symbols

Symbol	○	..... Normal fusion
	Arrow	..... May inherit a skill
	×	..... Cannot fuse
Arrow Direction	↗	..... Combination of the same Class
	→	..... Combination of compatible Orders
	↘	..... Combination of incompatible Orders
Color	Blue	..... Combination of the same Type
	White	..... Combination unaffected by Types
	Orange	..... Combination of opposing Types. Greater chance of fusion accident

Special Skills

Some Personas can do surprising things in battle under very specific conditions. Here's a guide to get you started...

[Making the Persona]

The second Class used in a fusion determines the special skill's effect. In addition to the standard Classes on page 33, there's a ninth Class we'll call "Unholy" that consists of the Drake, Raptor, Wilder, Brute, Haunt, Spirit, Grave, and Foul Orders. To yield an effect in battle, this Persona must be above rank 6 and equipped on someone who has the Best affinity with it.

[Using the Persona]

The likelihood of a Persona's special skill triggering is increased as you lose HP. Your HP must be at least down to 25%, sometimes lower, before it can happen. There are many possible effects—special attacks, recovery, special defenses—which vary depending on the second Class used in the fusion as well as the phase of the moon when the skill is triggered.

[Increasing Stats]

One particularly noteworthy effect is the revival skill. If an Unholy demon was used as the second Class and it's a new moon, or if a Raptor was used as the second Order and it's a full moon, there's a 25% chance that the Persona will revive its user upon KO. (KO upon Recarmdra, Binal Strike, repel damage, or end-of-turn damage such as poison or Hama will not trigger the skill.) When this happens, the Persona's rank will return to 1 and it will forget its learned skills—but its stats will remain the same. With some effort, dedicated players can take advantage of this phenomenon...

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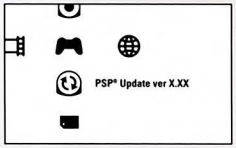
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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TEEN T™

Fantasy Violence
Language
Partial Nudity
Simulated Gambling
Suggestive Themes

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PS2

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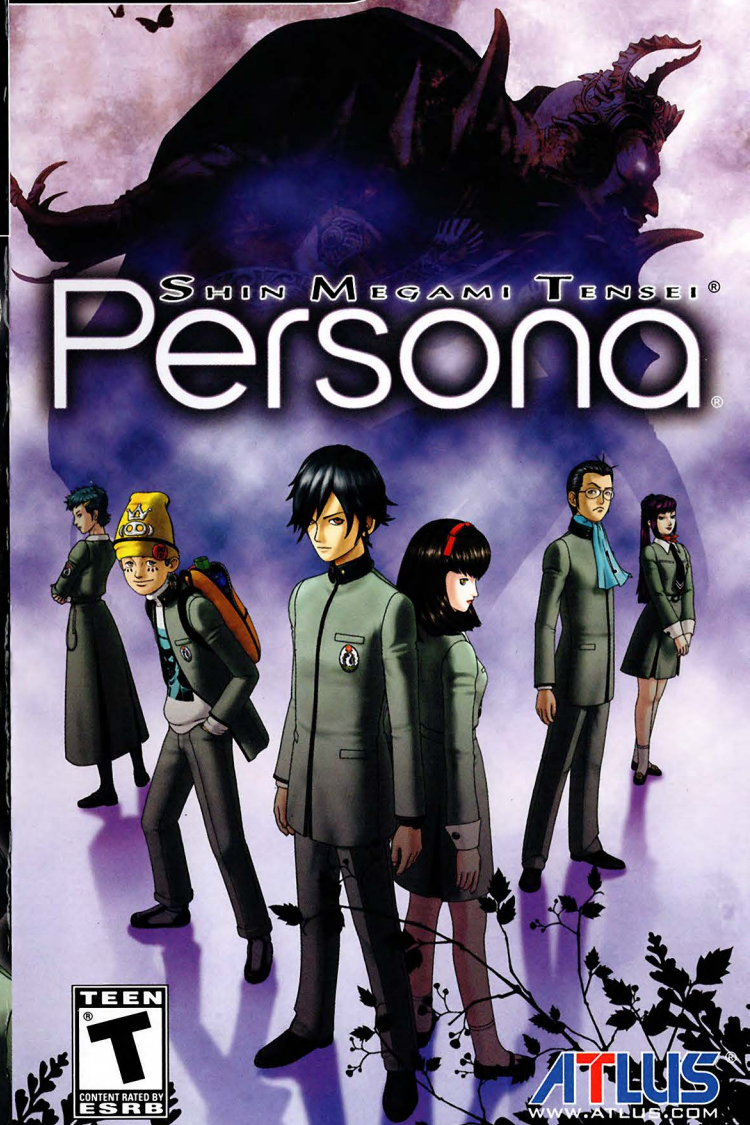

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